



Ending MoEML

Joseph (Joey) Takeda
Programmer, MoEML
MA Student, Dept. of English Language and Literatures, UBC
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What we call the beginning is often the end
And to make an end is to make a beginning.
The end is where we start from.

— T.S. Eliot, “Little Gidding,” *Four Quartets*

Couldn't we call Wikipedia an "unfinished work"? - Ta bu shi da yu 22:18, 6 August 2006 (UTC)

Technically yes, but can something be classed as "unfinished" if there is no possible completion? violet/riga (t) 22:45, 6 August 2006 (UTC)

Good point. - Ta bu shi da yu 14:45, 7 August 2006 (UTC)

Image taken from David Sewell, "It's for Sale, so it Must be Finished." *Digital Humanities Quarterly*, volume 3, issue 2. 2009.

Endings Principles

Endings Principles

1. Data

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2. Products

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2. Products
3. Processing

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1. Data
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4. Documentation

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5. Release Management

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Principles available online: <https://projectendings.github.io/principles/>

Data

Data

- Open access, well documented, and highly processable (XML, TEI, plain text, et cetera)

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- Open access, well documented, and highly processable (XML, TEI, plain text, et cetera)
- Versioned (Subversion, Git, et cetera)

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- Open access, well documented, and highly processable (XML, TEI, plain text, et cetera)
- Versioned (Subversion, Git, et cetera)
- Can be validated (i.e. there must be a standard to which the data conforms)

Products

Products

- Use open-access and well-documented standards

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- Static: pre-compiled with no server dependencies for product creation

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- Static: pre-compiled with no server dependencies for product creation
- Fail gracefully, providing backups in case of technological failure

Processing

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- Use open-access and well-documented standards (XSLT, Python, Java, et cetera)

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- Validate, validate, validate!

Processing

- Use open-access and well-documented standards (XSLT, Python, Java, et cetera)
- Validate, validate, validate!
- Build as much as you can before hand

Documentation

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- There is no such thing as too much documentation

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- Publish it alongside the rest of your products

Documentation

- There is no such thing as too much documentation
- Publish it alongside the rest of your products
- Make your documentation (or as much of it as possible) open access

Release Management

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“Without good release management, a project can never end gracefully; it can only falter and die.”

Thanks!

- CSDH
- Janelle Jenstad
- Mark Kaethler
- Martin Holmes
- The Endings Project